























No./100:	100				
KMS/W133-001		<p><b>(RR) 0/0 Alice (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When a CX is placed in your CX Area, reveal the top card of your deck. If that card is level 1 or higher, choose 1 of your &lt;Kiniro&gt; characters, this turn, it gets +1000 power and +1 soul.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them repeat the following effect, "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."</p>			SR & SP
KMS/W133-002		<p><b>(RR) 1/0 Karen (Kiniro/Blonde)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Kiniro&gt; characters, this gets +4000 power.</p> <p><b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Choice CX (029)</b> in your CX Area, and you have another character, look at up to 3 cards from the top of your deck, choose up to 1 &lt;Kiniro&gt; character or {Unknown Event} from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and this turn, this gets +1000 power, then if you have 2 or less Memory, choose up to 1 &lt;Kiniro&gt; character in your Waiting Room, send it to Memory.</p>			 b, SR, SSP versions
KMS/W133-003		<p><b>(RR) 3/2 Karen (Kiniro/Blonde)</b></p> <p><b>CONT</b> - If you have 4 or more &lt;Kiniro&gt; characters, this gets -1 Level in hand.</p> <p><b>CONT</b> - If you have another &lt;Kiniro&gt; character, this gets +1500 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have 2 or more other &lt;Kiniro&gt; characters, choose 1 character in your Clock, you may send it to Memory.</p>			SR & SP
KMS/W133-004		<p><b>(RR) 3/2 Alice (Kiniro/Blonde)</b></p> <p><b>CONT - MEMORY</b> - If you have 2 or more &lt;Blonde&gt; characters in your Memory, this gets +1000 power and during this card's battle, you do not take damage from the AUTO effects of your opponent's characters. If 5 or more, this gains <b>"AUTO</b> - [(2) Discard 2 cards] When this card's battle opponent is Reversed, you may pay cost. If you do, deal 3 damage to your opponent." If 6 or more, increase the damage dealt by this card's CX Combo by +1.</p> <p><b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Choice CX (030)</b> in your CX Area, deal 1 damage to your opponent, or choose up to 1 &lt;Kiniro&gt; character in your Clock, send it to Memory.</p>			 b, SR, SEC versions

KMS/W133-005	<p><b>0/0 Karen (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When this card's Trigger Check reveals a CX with a Choice Trigger, choose 1 character in your Waiting Room, you may add it to hand.</p> <p><b>AUTO</b> - [(1) Discard 1 card, Send this to Memory] When this is Reversed, you may pay cost. If you do, search your deck for up to 1 &lt;Kiniro&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>1000 1/25 輝く笑顔 カレン</p>	<p><b>(R) 0/0 Karen (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When this card's Trigger Check reveals a CX with a Choice Trigger, choose 1 character in your Waiting Room, you may add it to hand.</p> <p><b>AUTO</b> - [(1) Discard 1 card, Send this to Memory] When this is Reversed, you may pay cost. If you do, search your deck for up to 1 &lt;Kiniro&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR		
KMS/W133-006	<p><b>0/0 Alice &amp; Karen (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - [Put 1 &lt;Kiniro&gt; character from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 character from among them, add it to hand, and send the rest to Waiting Room.</p> <p>*Note: Has a Soul Trigger</p> <p>1500 1/25 二人の金髪少女 アリス&amp;カレン</p>	<p><b>(R) 0/0 Alice &amp; Karen (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - [Put 1 &lt;Kiniro&gt; character from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 character from among them, add it to hand, and send the rest to Waiting Room.</p> <p>*Note: Has a Soul Trigger</p>		SR		
KMS/W133-007	<p><b>0/0 Alice (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 CX from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p> <p>2500 1/25 夏の思い出 アリス</p>	<p><b>(R) 0/0 Alice (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 CX from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p>		SR		
KMS/W133-008	<p><b>1/0 Alice (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your &lt;Kiniro&gt; characters, this turn, it gets +1500 power.</p> <p><b>ACT</b> - [(1) Send this to Memory] Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Kiniro&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p> <p>3000 1/25 ちっちゃくたって アリス</p>	<p><b>(R) 1/0 Alice (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your &lt;Kiniro&gt; characters, this turn, it gets +1500 power.</p> <p><b>ACT</b> - [(1) Send this to Memory] Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Kiniro&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>		SR		



KMS/W133-009		<p><b>(R) 1/0 Alice (Kiniro/Blonde)</b></p> <p><b>CONT</b> - During your turn, this gets +2000 power.</p> <p><b>AUTO - {CX Combo} MEMORY</b> - When this card's battle opponent is Reversed, if you have the <b>Choice CX (031)</b> in your CX Area, and you have card in your Memory, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Put up to 2 cards from the top of your deck into Stock."</p> <p>b) "Search your deck for up to 1 &lt;Kiniro&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards."</p>		SR		
KMS/W133-010		<p><b>(R) 3/2 Karen (Kiniro/Blonde)</b></p> <p><b>AUTO - {CX Combo}</b> When this card's battle opponent is Reversed, if you have the <b>Choice CX (032)</b> in your CX Area, you may send that character to Clock.</p> <p><b>AUTO - MEMORY</b> - When this is placed on stage from hand, if you have 1 or more different colors in your Memory, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room. 2 or more different colors, this turn, this cannot be targeted by your opponent's effects. 3 or more different colors, this turn, this gets +2500 power. 4 or more different colors, choose 1 character in your opponent's Waiting Room, place it on your opponent's stage in an empty slot.</p>		SR		
KMS/W133-011		<p><b>(U) 0/0 Alice (Kiniro/Blonde)</b></p> <p><b>CONT - ASSIST</b> +500.</p> <p><b>AUTO - [Send this to Waiting Room]</b> When your other character is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested.</p>		SR		
KMS/W133-012		<p><b>(U) 0/0 Karen (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, perform the following effect twice, "Look at the top card of your deck, and put it on top of your deck or into your Waiting Room."</p> <p><b>AUTO</b> - When this is Reversed, if the battle opponent's level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p>		SR		









KMS/W133-013		<p><b>(U) 0/0 Karen (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - [Send 1 of your other &lt;Kiniro&gt; characters on stage to Waiting Room] When this attacks, you may pay cost. If you do, reveal the top card of your deck. If that card is a &lt;Kiniro&gt; character, add it to hand.</p>		SR		
KMS/W133-014		<p><b>(U) 1/0 Alice (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When a CX is placed in your CX Area, choose up to 2 of your characters, this turn, it gets +1000 power.</p> <p><b>AUTO</b> - [Discard 1 CX] When you trigger a CX with a Bar Trigger, you may pay cost. If you do, draw 1 card.</p> <p><b>ACT</b> - {3 Per Turn} [Rest 2 of your &lt;Kiniro&gt; characters] Draw 1 card, then discard 1 card.</p>		SR		
KMS/W133-015		<p><b>(U) 1/0 Karen (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - [Discard 1 card] When this is placed on Stage from hand, you may pay cost. If you do, choose 1 &lt;Kiniro&gt; character in your Waiting Room, send it to Memory. At the start of your next turn, add that character in your Memory to hand.</p> <p><b>AUTO</b> - When this attacks, choose 1 of your &lt;Kiniro&gt; characters, this turn, it gets +3000 power.</p>		SR		
KMS/W133-016		<p><b>(U) 1/0 Karen (Kiniro/Blonde)</b></p> <p><b>CONT</b> - If a CX with a Choice Trigger is in your CX Area, this card in any area gains Choice Trigger.</p> <p><b>CONT</b> - During your turn, if you have 2 more other &lt;Kiniro&gt; characters, this gets +4000 power.</p>		SR		



KMS/W133-017	<p><b>SAMPLE</b></p> <p>2 1</p> <p>7000</p> <p>+ 渾身の決めポーズ カレン</p>	<p><b>(U) 2/1 Karen (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX with a Choice Trigger, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p><b>AUTO - MEMORY</b> - When this is placed on stage from hand, if you have 2 or more &lt;Kiniro&gt; characters in your Memory, this turn, this gets +3000 power and the following ability, "<b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 &lt;Kiniro&gt; character in your Waiting Room, you may send it to Memory."</p>	<p><b>SAMPLE</b></p> <p>2 1</p> <p>7000</p> <p>+</p>	SR		
KMS/W133-018	<p><b>SAMPLE</b></p> <p>3 2</p> <p>9500</p> <p>NO金髪 アリス</p>	<p><b>(U) 3/2 Alice (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand or Memory, choose up to 1 of your opponent's characters, move it to an opponent's empty slot, and this turn, this gets +1000 power.</p> <p><b>AUTO - MEMORY</b> [Discard 1 &lt;Kiniro&gt; character] If this is in your Memory, and you are level 3 or higher, at the start of your CX Phase, you may pay cost. If you do, choose 1 of your &lt;Kiniro&gt; characters and this, swap them.</p>	<p><b>SAMPLE</b></p> <p>3 2</p> <p>9500</p> <p>NO金髪 アリス</p>	SR		
KMS/W133-019	<p><b>SAMPLE</b></p> <p>5 2</p> <p>10000</p> <p>+ 隠れていても アリス&amp;アリスママ</p>	<p><b>(U) 3/2 Alice &amp; Alice Mama (Kiniro/Blonde)</b></p> <p><b>CONT</b> - During your turn, this gets +2000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +1000 power, then you may perform the following effect, "Your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock."</p>	<p><b>SAMPLE</b></p> <p>5 2</p> <p>10000</p> <p>+ 隠れていても アリス&amp;アリスママ</p>	SR		
KMS/W133-020	<p><b>SAMPLE</b></p> <p>0 0</p> <p>500</p> <p>+ ハバと大タンカ カレン</p>	<p><b>(C) 0/0 Karen (Kiniro/Blonde)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +4500 power.</p> <p><i>*Note: Has a Soul Trigger</i></p>	<p><b>SAMPLE</b></p> <p>0 0</p> <p>500</p> <p>+ ハバと大タンカ カレン</p>	SR		













KMS/W133-025		(C) 2/1 Alice (Kiniro/Blonde) <b>AUTO</b> - When this is placed on stage from hand, mill 4. If there is a CX among those cards, choose 1 of your opponent's level 3 or lower characters, return it to hand. <b>AUTO</b> - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room.		SR		
KMS/W133-026		(C) 2/1 Karen (Kiniro/Blonde) <b>AUTO</b> - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: " <b>AUTO</b> - When this card's battle opponent is Reversed, send it to Memory." <b>ACT</b> - BACKUP +3000		SR		
KMS/W133-027		(C) 2/1 Alice (Kiniro/Blonde) <b>AUTO - ALARM</b> - If this is the top card of your Clock, and you have 3 or more <Kiniro> characters, at the start of your CX Phase, draw up to 2 cards, then discard 2 cards. <b>ACT</b> - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.		SR		
KMS/W133-028		(U) 1/1 Event If you have 1 or less <Kiniro> characters, this cannot be played from hand. Search your deck for up to 1 Yellow CX, show it to your opponent, add it to hand, and shuffle your deck afterwards, then send this to Memory. <b>AUTO - MEMORY</b> - If this is in your Memory, at the start of your Main Phase, choose 1 <Kiniro> character in your Waiting Room and this card, you may swap them.		SR		









KMS/W133-029		(CR) Choice CX		RRR & AGR	
KMS/W133-030		(CR) Choice CX		RRR & AGR	
KMS/W133-031		(CR) Choice CX		RRR	
KMS/W133-032		(CR) Choice CX		RRR	
KMS/W133-033		(RR) 0/0 Shinobu (Kiniro/Traditional Japanese Style) <b>AUTO</b> - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards. <b>AUTO</b> - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.		b, SR, SEC versions	
KMS/W133-034		(RR) 1/0 Shinobu (Kiniro/Traditional Japanese Style) <b>CONT</b> - During your turn, this gets +4000 power. <b>AUTO</b> - {CX Combo} When this card's battle opponent is Reversed, if you have the Bar CX (052) in your CX Area, choose up to 1 <Kiniro> character in your Waiting Room, add it to hand, then if you have 2 or less Memory, Choose up to 1 {1/0 Shinobu - P04/041} in your Waiting Room, send it to Memory. <b>AUTO</b> - CHANGE At the start of your Encore Step, if this is Rested, choose 1 {1/0 Shinobu - P04/041} in your Memory and this card, you may swap them.		SR & SP	











KMS/W133-035	 <p><b>(R) 0/0 Shinobu (Kiniro/Traditional Japanese Style)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p>	 <p>SR</p>		
KMS/W133-036	 <p><b>(R) 0/0 Isami (Kiniro/Model)</b></p> <p><b>AUTO</b> - When this attacks, choose 1 of your &lt;Kiniro&gt; characters, this turn, it gets +1500 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 of your other &lt;Kiniro&gt; characters, Rest it, and move it to an empty Back Row slot.</p>	 <p>SP</p>		
KMS/W133-037	 <p><b>(R) 1/0 Shinobu &amp; Karen (Kiniro)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, reveal the top card of your deck. If that card is a &lt;Kiniro&gt; character, choose 1 of your opponent's front row characters, this turn, it gets -6000 power.</p> <p><b>AUTO</b> - When a CX is placed in your Opponent's CX Area, you may send this to Stock.</p>	 <p>SR</p>		
KMS/W133-038	 <p><b>(R) 2/1 Shinobu &amp; Alice (Kiniro)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, If you have 6 or less cards in your deck, you may shuffle all cards from your Waiting Room into your deck.</p> <p><b>AUTO</b> - When this attacks, this turn, this gets +X power. X equals the number of your other &lt;Kiniro&gt; characters times 1000.</p>	 <p>SR</p>		













KMS/W133-039		<b>(SR) 3/2 Shinobu (Kiniro/Traditional Japanese Style)</b>  <b>CONT - MEMORY</b> - During your opponent's turn, if you have 2 or more {3/2 Shinobu - 040} in your Memory, this gets +3000 power.  <b>AUTO</b> - When this is placed on stage from hand or Memory, you may heal 1.  <b>ACT</b> - [Rest this] Choose 1 of your {3/2 Shinobu - 040} in your Waiting Room or Memory and this card, Swap them.		SR	
KMS/W133-040		<b>(R) 3/2 Shinobu (Kiniro/Traditional Japanese Style)</b>  <b>AUTO</b> - When this is placed on stage from hand or Memory, draw up to 2 cards, then discard 1 card, and choose up to 1 {R 3/2 Shinobu - 039} in your Waiting Room, send it to Memory.  <b>AUTO - {CX Combo} MEMORY</b> [Discard 1 Green card] At the end of this card's attack, if you have the Bar CX (053) in your CX Area, you may pay cost. If you do, reveal the top card of your deck, deal X damage to your opponent, and if this card is Rested, choose up to 1 {R 3/2 Shinobu - 039} in your Memory and this card, Rest and swap them. X is equal to the Level of the revealed card +1.		SR	
KMS/W133-041		<b>(U) 1/0 Shinobu (Kiniro/Traditional Japanese Style)</b>  <b>CONT</b> - If you have 2 or more other <Kiniro> characters, this gets +3000 power.  <b>AUTO - MEMORY</b> - At the start of your CX Phase, choose 1 of your {RR 1/0 Shinobu - 034} in your Memory and this, you may swap them.		SR	
KMS/W133-042		<b>(U) 1/0 Shinobu (Kiniro/Blonde)</b>  <b>AUTO</b> - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.  <b>AUTO</b> - [(1) Rest 1 of your other Standing <Kiniro> characters] During the turn this is placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, search your deck for up to 1 <Kiniro> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		SR	














KMS/W133-043		<p><b>(U) 2/1 Shinobu (Kiniro/Traditional Japanese Style)</b></p> <p><b>CONT - ASSIST</b> Level x 500.</p> <p><b>AUTO</b> - [Send 1 &lt;Kiniro&gt; character in your Hand to Memory] When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Kiniro&gt; character in your Waiting Room, add it to hand.</p>		SR		
KMS/W133-044		<p><b>(U) 3/2 Shinobu (Kiniro/Traditional Japanese Style)</b></p> <p><b>CONT</b> - If you have 3 or more CXes with a Bar Trigger in your Waiting Room, this gets -1 level in hand.</p> <p><b>CONT</b> - If you have 2 or more other &lt;Kiniro&gt; characters, this gets +2000 power.</p> <p><b>AUTO - MEMORY</b> - When this is placed on stage from hand, if you have 3 or more &lt;Kiniro&gt; characters in your Memory, draw up to 2 cards, then choose 1 card in your hand, send it to Stock.</p>		SR		
KMS/W133-045		<p><b>(C) 0/0 Shinobu (Kiniro/Traditional Japanese Style)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock.</p> <p><b>AUTO</b> - (2) When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.</p> <p><b>AUTO</b> - (2) When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Kiniro&gt; character in your Waiting Room, add it to hand.</p>		SR		
KMS/W133-046		<p><b>(C) 0/0 Shinobu (Kiniro/Traditional Japanese Style)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, reveal the top card of your deck. If that card is level 2 or higher, send it to Stock.</p> <p><b>AUTO</b> - When this is placed on stage from hand,, this turn, this gets +3000 power.</p>		SR		

KMS/W133-047	 <p><b>(C) 0/0 Shinobu (Kiniro/Traditional Japanese Style)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +3000 power.</p> <p><b>AUTO</b> - When this attacks, if you have a CX with a Bar Trigger in your CX Area, reveal the top card of your deck, if that card is a level 1 or higher, during the Trigger Step of this attack, perform Trigger Check twice.</p>	 <p><b>SR</b></p>		
KMS/W133-048	 <p><b>(C) 2/1 Shinobu (Kiniro/Traditional Japanese Style)</b></p> <p><b>AUTO</b> - When your other &lt;Kiniro&gt; character attacks, this turn, this gets +3000 power.</p> <p><b>AUTO</b> - (1) At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your &lt;Kiniro&gt; characters and this card, Stand and swap them.</p>	 <p><b>SR</b></p>		
KMS/W133-049	 <p><b>(C) 2/1 Isami (Kiniro/Model)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Kiniro&gt; characters, this gets +5000 power.</p> <p><b>AUTO</b> - {CX Combo} At the start of your Encore Step, if you have the Bar CX (054) in your CX Area, and this is in your front row, and you have 2 or more other &lt;Kiniro&gt; characters, and the slot across from this has either no character or a Reversed character, you may deal 1 damage to your opponent.</p>	 <p><b>SR</b></p>		
KMS/W133-050	 <p><b>(C) 3/2 Isami (Kiniro/Model)</b></p> <p><b>CONT</b> - During your turn, this gets +1000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, perform the following effect twice, "You may choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1."</p>	 <p><b>SR</b></p>		












KMS/W133-051		(U) 2/1 Event <b>COUNTER</b> - If you don't have a <Kiniro> character, this cannot be played from hand.  [Discard 1 CX] You may pay cost. If you do, choose 1 battle character, this turn, it gains the following ability, " <b>CONT</b> - This cannot deal damage to players."		SR		
KMS/W133-052		(CR) Bar CX			RRR & AGR	
KMS/W133-053		(CR) Bar CX		RRR		
KMS/W133-054		(CR) Bar CX		RRR		
KMS/W133-055		(RR) 0/0 Youko (Kiniro/Gluttony)  <b>CONT</b> - If all of your characters are <Kiniro>, this gets +3000 power and the following ability, " <b>AUTO</b> - When this attacks, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room."				b, SR, SSP versions










KMS/W133-056		<p><b>(RR) 1/1 Youko (Kiniro/Gluttony)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Kiniro&gt; characters, this gets +1500 power and the following 2 abilities,</p> <ul style="list-style-type: none"> <li>- "CONT - During your turn, this gets +2000 power."</li> <li>- "AUTO - ENCORE [Discard 1 character]"</li> </ul> <p><b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Standby CX (076)</b> in your CX Area, and you have another &lt;Kiniro&gt; character, look at up to 2 cards from the top of your deck, and put them back on top in any order, and this turn, this gains the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."</p>			SR & SP	
KMS/W133-057		<p><b>(R) 3/2 Youko (Kiniro/Gluttony)</b></p> <p><b>CONT</b> - This card's power cannot be changed.</p> <p><b>AUTO - {CX Combo}</b> At the start of your Attack Phase, if you have the <b>Standby CX (077)</b> in your CX Area, you may Stand this.</p> <p><b>AUTO</b> - When this attacks, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room.</p>		SR		
KMS/W133-058		<p><b>(R) 0/0 Kana (Kiniro/Tennis Club)</b></p> <p><b>AUTO</b> - At the start of your opponent's Draw Phase, reveal the top card of your deck. If that card is Level 1 or higher, you may return this card to hand.</p> <p><b>ACT</b> - [(1) Send this to Waiting Room] Choose 1 of your characters, this turn, it gets +2000 power, and if you have 2 or less Memory, choose up to 2 {2/1 Honoka - 066} in your Waiting Room, send them to Memory.</p>				b, SR, SSP versions
KMS/W133-059		<p><b>(R) 0/0 Youko (Kiniro/Gluttony)</b></p> <p><b>CONT</b> - This card's power cannot be changed.</p> <p><b>AUTO</b> - At the end of this card's attack or when this is Reversed, if you have 2 or less Memory, you may send this to Memory.</p>		SR		







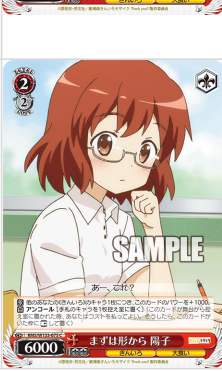



KMS/W133-060	<p><b>(R) 2/1 Youko &amp; Aya (Kiniro)</b></p> <p><b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, all players shuffle all cards from their Waiting Room into their deck.</p> <p><b>AUTO - SHIFT</b> Lv.0</p>	<p><b>SR</b></p>		
KMS/W133-061	<p><b>(R) 3/2 Honoka (Kiniro/Tennis Club)</b></p> <p><b>AUTO</b> - [Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.</p> <p><b>AUTO - ALARM</b> [Discard 1 card] If this is on top of your Clock, at the start of your CX Phase, you may pay cost. If you do, choose 1 of your opponent's Level 1 or higher characters, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1.</p>	<p><b>b, SR, SSP versions</b></p>		
KMS/W133-062	<p><b>(U) 0/0 Youko (Kiniro/Gluttony)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your other &lt;Kiniro&gt; characters, this turn, it gains the following ability, "<b>AUTO</b> - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power."</p> <p><b>ACT</b> - [Discard 1 card, Send this to Waiting Room] Choose 1 &lt;Kiniro&gt; character from your Waiting Room, add it to hand.</p>	<p><b>SR</b></p>		
KMS/W133-063	<p><b>(U) 0/0 Youko (Kiniro/Gluttony)</b></p> <p><b>AUTO</b> - [(1) Send 1 &lt;Kiniro&gt; character in your hand to Memory] When this is placed on stage from hand, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.</p>	<p><b>SR</b></p>		
















KMS/W133-064		<p>(U) 1/0 Kouta &amp; Mitsuki (Kiniro/Twins)</p> <p><b>ACT - BACKUP</b> +X. X equals the number of your &lt;Kiniro&gt; characters times 500.</p>		SR		
KMS/W133-065		<p>(U) 1/0 Youko (Kiniro/Gluttony)</p> <p><b>CONT</b> - If all of your characters are &lt;Kiniro&gt;, this gets +3000 power.</p> <p><b>AUTO - ACCELERATE</b> [Put 1 &lt;Kiniro&gt; character from your Waiting Room on the bottom of your Clock] At the start of your CX Phase, if this is in your front row, and you have another &lt;Kiniro&gt; character, you may pay cost. If you do, search your deck for up to 2 &lt;Kiniro&gt; characters, show them to your opponent, add up to 1 to hand, send the rest to Waiting Room, then discard 1 card, and shuffle your deck afterwards.</p>		SR		
KMS/W133-066		<p>(U) 2/1 Honoka (Kiniro/Tennis Club)</p> <p><b>CONT</b> - For each of your other back row &lt;Kiniro&gt; characters, this gets +2500 power.</p> <p><b>AUTO - {CX Combo} MEMORY</b> - If this is in your Memory, and you are level 2 or higher, when the <b>Door CX (078)</b> is placed in your CX Area, you may place this on stage in any empty slot.</p>			SR & SP	
KMS/W133-067		<p>(SR) 3/2 Youko (Kiniro/Gluttony)</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>ACT</b> - [(5) Discard 4 cards, Send 1 of your other standing &lt;Kiniro&gt; characters on stage to Waiting Room] Your opponent mills 9, then they send the top X cards of their deck into Clock. X is equal to the number of CXes milled.</p>		SR		



KMS/W133-068		<p><b>(U) 3/2 Kana (Kiniro/Tennis Club)</b></p> <p><b>CONT</b> - When you would play this from your hand, you may choose 1 of your {2/1 Honoka - 066}, and send it to Waiting Room. If you do, you can play this for 0 cost.</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO</b> - [(2) Discard 3 cards] When this attacks, you may pay cost. If you do, deal 4 damage to your opponent, If the 4th card revealed by this damage is a CX, deal 4 damage to your opponent.</p>	 	SR & SP	
KMS/W133-069		<p><b>(C) 0/0 Youko (Kiniro/Gluttony)</b></p> <p><b>CONT</b> - All of your other {0/0 Vanilla Youko - 072} gets +1 soul and the following ability, "<b>AUTO</b> - During this card's battle, when this card's damage is cancelled or the damage you take is cancelled, you may send this to the bottom of your Stock."</p> <p><b>ACT</b> - [(1) Rest 2 of your characters] Mill 2, then choose up to 1 Level X or lower &lt;Kiniro&gt; character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.</p>		SR	
KMS/W133-070		<p><b>(C) 0/0 Honoka (Kiniro/Tennis Club)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may mill 3.</p> <p><b>AUTO</b> - {CX Combo} <b>MEMORY</b> - If this is in your Memory, and the Choice CX (032) is placed in your CX Area, look at the top card of your opponent's deck, keep it on top or send it to Waiting Room.</p> <p><b>ACT</b> - [(1) Send this standing card to Memory] Choose 1 {R 3/2 Karen - 010} in your Waiting Room, add it to hand.</p> <p><i>*Note: Has a Soul Trigger</i></p>		SR	
KMS/W133-071		<p><b>(C) 0/0 Kouta &amp; Mitsuki (Kiniro/Twins)</b></p> <p><b>AUTO</b> - [(1) Put 1 &lt;Kiniro&gt; character from your Waiting Room on the bottom of your Clock] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p> <p><b>AUTO</b> - [Return this to hand] When a CX is placed on your CX Area, you may pay cost. If you do, draw 1 card, then discard 1 card.</p>		SR	









KMS/W133-072		(C) 0/0 Youko Vanilla		SR		
KMS/W133-073		<p>(C) 1/0 Youko (Kiniro/Gluttony)</p> <p><b>CONT</b> - If you have 2 or more other &lt;Kiniro&gt; characters, this gets +2000 power.</p> <p><b>AUTO</b> - (1) At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your other &lt;Kiniro&gt; characters in the front row center slot and this card, Stand and swap them, and this turn, this gets +1500 power.</p>		SR		
KMS/W133-074		<p>(C) 2/1 Youko (Kiniro/Gluttony)</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 &lt;Kiniro&gt; character in your Memory, you may send it to Stock.</p> <p><b>AUTO</b> - When a CX is placed in your CX Area, choose up to 2 of your characters, this turn, they get +2500 power.</p> <p><b>ACT</b> - [Discard 1 {RR 3/2 Aya - 080}, Rest this] Choose 1 of the following 2 effects and resolve it,</p> <p>a) "Choose 1 of your opponent's characters, return it to hand."</p> <p>b) "Choose 1 character in your Waiting Room, add it to hand."</p>		SR		
KMS/W133-075		<p>(C) 2/2 Youko (Kiniro/Gluttony)</p> <p><b>CONT</b> - For each of your other &lt;Kiniro&gt; characters, this gets +1000 power.</p> <p><b>AUTO</b> - ENCORE [Discard 1 character]</p>		SR		











KMS/W133-076		(CR) Standby CX	 	RRR & AGR	
KMS/W133-077		(CR) Standby CX		RRR	
KMS/W133-078		(CR) Door CX	 	RRR & AGR	
KMS/W133-079		(RR) 0/0 Aya (Kiniro/Tsundere)  CONT - If all of your characters are <Kiniro>, this gets +1000 power.  AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 {copy of this} or Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.	  	b, SR, SSP versions	
KMS/W133-080		(RR) 3/2 Aya (Kiniro/Tsundere)  CONT - MEMORY - If you have 2 or more Memory, this gets +4500 power and "AUTO - ENCORE [Discard 1 character]"  AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the Pants CX (099) in your CX Area, and you have 2 or more other <Kiniro> characters, you may pay cost. If you do, choose up to 1 cards in your opponent's Waiting Room, your opponent shuffles it into their deck, then deal 2 damage to your opponent, and heal up to 1.  AUTO - When you Trigger this card, if you have 5 or less hand, you may add the top card of your Stock to hand.	 	SR & SP	

KMS/W133-081		(R) 0/0 Karasuma Sensei (Kiniro/Teacher)	<p><b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.</p>			SR & SP	
KMS/W133-082		(R) 0/0 Kuzehashi Sensei (Kiniro/Teacher)	<p><b>AUTO</b> - [(1) Discard 2 card] During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, search your deck for up to 2 &lt;Kiniro&gt; character, show them to your opponent, add them to hand, and shuffle your deck afterwards.</p>			SR & SP	
KMS/W133-083		(R) 1/0 Aya (Kiniro/Tsundere)	<p><b>AUTO</b> - {CX Combo} When the <b>Pants CX (100)</b> is placed in your CX Area, if you have 2 or more other &lt;Kiniro&gt; characters, choose 1 of your other characters, this turn, it gains the following ability, "<b>AUTO</b> - When this attacks, look at up to 1 card from the top of your deck, choose up to 1 &lt;Kiniro&gt; character from among them, add it to hand or send it to the bottom of your Stock, and send the rest to Waiting Room."</p> <p><b>ACT</b> - [Send this to clock] Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Kiniro&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>			SR	
KMS/W133-084		(R) 2/1 Shinobu & Aya (Kiniro)	<p><b>CONT</b> - During your turn, this gets +5000 power.</p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck.</p>			SR	













KMS/W133-085		<b>(R) 3/2 Aya (Kiniro/Tsundere)</b>  <b>CONT</b> - If you have 5 or less cards in your deck or 5 or less cards in your Waiting Room, this gets -1 Level in hand.  <b>CONT</b> - If you have 2 or more other <Kiniro> characters, this gets +2000 power.  <b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.		SR		
KMS/W133-086		<b>(R) 0/0 Aya (Kiniro/Tsundere)</b>  <b>CONT</b> - if all of your characters are <Kiniro>, this gets +2000 power.  <b>AUTO</b> - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Kiniro> character from your Waiting Room, and add it to hand.		SR		
KMS/W133-087		<b>(U) 1/0 Aya (Kiniro/Tsundere)</b>  <b>CONT</b> - During your turn, if you have another <Kiniro> character, this gets +3000 power.  <b>AUTO</b> - [Discard 1 card] When this attacks, you may pay cost. If you do, mill up to 4, choose up to 1 Level X or lower <Kiniro> character from your Waiting Room, add it to hand. X equals the number of cards with a Soul Trigger milled.		SR		
KMS/W133-088		<b>(U) 1/0 Aya (Kiniro/Tsundere)</b>  <b>CONT</b> - During your turn, if you have 2 or more other <Kiniro> characters, this gets +2000 power.  <b>AUTO</b> - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power, then reveal the top card of your deck. If that card is level 1 or higher, send it to Stock.		SR		

KMS/W133-089		(U) 1/0 Aya (Kiniro/Tsundere)	<p><b>AUTO</b> - When this is placed on stage from hand, if you have 2 or less Memory, choose 1 {C 1/1 Aya - 097} in your Waiting Room, you may send it to Memory.</p> <p><b>AUTO - MEMORY</b> [Rest this] At the start of your Attack Phase, if you have a CX in your CX Area, and this is in your Front Row, you may pay cost. If you do, choose 1 {C 1/1 Aya - 097} in your Memory and this card, swap them, and at the start of your Encore Step, swap those characters.</p>		SR		
KMS/W133-090		(U) 2/1 Aya (Kiniro/Tsundere)	<p><b>AUTO</b> - [(2) Send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to Waiting Room.</p> <p><b>ACT - BACKUP</b> +2500</p>		SR		
KMS/W133-091		(U) 2/2 Aya (Kiniro/Tsundere)	<p><b>AUTO</b> - When this is placed on stage by the effect of Standby, choose 1 of your characters, this turn, it gets +1000 power and +1 Soul.</p> <p><b>ACT</b> - [Send this to Memory] Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.</p>		SR		
KMS/W133-092		(C) 0/0 Kuzehashi Sensei (Kiniro/Teacher)	<p><b>CONT - MEMORY</b> - If this is in your Memory, and you do not have another {copy of this} in your Memory, your {R 3/2 Karen - 010} in hand gets -1 level.</p> <p><b>ACT</b> - (1) Send this to Memory.</p>		SR		



KMS/W133-093		(C) 0/0 Karasuma Sensei (Kiniro/Teacher)	<p><b>ACT</b> - [Rest this] Look at the top card of your deck, and put it on top of your deck or into your Waiting Room.</p> <p><b>ACT - BRAINSTORM</b> (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, resolve the following effect, "Choose 1 &lt;Kiniro&gt; character from your Waiting Room, add it to hand, and discard 1 card."</p>		SR		
KMS/W133-094		(C) 0/0 Aya (Kiniro/Tsundere)	<p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand or attacks, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.</p>		SR		
KMS/W133-095		(C) 1/0 Kuzehashi Sensei (Kiniro/Teacher)	<p><b>AUTO</b> - When you use this card's BACKUP, if you have an &lt;Kiniro&gt; character, choose 1 of your battling characters, this turn, it gets +1000 power.</p> <p><b>ACT</b> - BACKUP +1000</p>		SR		
KMS/W133-096		(C) 1/0 Karasuma Sensei (Kiniro/Teacher)	<p><b>CONT - MEMORY</b> - During your turn, if you have a card in Memory, this gets +3000 power.</p> <p><b>AUTO</b> - [Discard 1 Card] When this card is placed from your hand to the stage, you may pay cost. If you do, choose 1 Level 0 or lower &lt;Kiniro&gt; character in your Waiting Room, place it on stage in any slot.</p>		SR		

KMS/W133-097		(U) 1/1 Aya (Kiniro/Tsundere)	<p><b>CONT - MEMORY</b> - If you have 2 or more Memory, this gets +2000 power and the following ability, "<b>AUTO</b> - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power."</p> <p><b>AUTO</b> - When this attacks, if you have a CX in your CX Area, and you have another &lt;Kiniro&gt; character, look at up to 3 cards from the top of your deck, and put them back on top in any order.</p>		SR		
KMS/W133-098		(C) 2/1 Aya (Kiniro/Tsundere)	<p><b>AUTO</b> - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "<b>AUTO</b> - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck."</p>		SR		
KMS/W133-099		(CR) Pants CX				RRR & AGR	
KMS/W133-100		(CR) Pants CX			RRR		
KMS/W133-P03 CX Challenge PR		(PR+) 2/1 Karen (Kiniro/Blonde)	<p><b>AUTO</b> - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "<b>AUTO</b> - When this card's battle opponent is Reversed, send it to Memory."</p> <p><b>ACT - BACKUP</b> +3000</p>				



KMS/W133-P04

CX Challenge  
PR









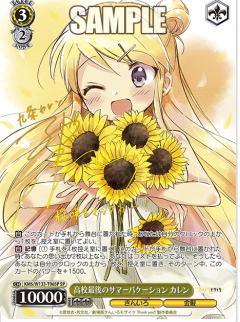
(PR) 1/0 Shinobu (Kiniro/Traditional Japanese Style)





**CONT** - If you have 2 or more other <Kiniro> characters, this gets +3000 power.

**AUTO - MEMORY** - At the start of your CX Phase, choose 1 {RR 1/0 Shinobu - 034} in your Memory and this card, you may swap them.









No./20:	20				
KMS/W133-T01		<p>(TD) 0/0 Karen (Kiniro/Blonde)</p> <p><b>AUTO</b> - (1) At the start of your CX Phase, if you have a CX in your CX Area, you may pay cost. If you do, choose 1 {TD 1/0 Event - T07} in your Waiting Room, add it to hand.</p> <p><b>ACT - {CX Combo} BRAINSTORM</b> [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each {TD Wind CX - T08}, {TD Bar CX - T19} or {TD +2 Soul CX - T20} among them, draw up to 1 card.</p>		RRR	
KMS/W133-T02		<p>(TD) 0/0 Honoka (Kiniro/Tennis Club)</p> <p><b>AUTO</b> - When this is placed on stage from hand or attacks, choose 1 of your &lt;Kiniro&gt; characters, this turn, it gets +1500 power.</p>		RRR	
KMS/W133-T03		<p>(TD) 0/0 Alice (Kiniro/Blonde)</p> <p><b>AUTO</b> - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.</p> <p><b>AUTO - MEMORY</b> - If this is in your Memory, at the start of your Main Phase or CX Phase, choose 1 &lt;Kiniro&gt; character in your hand and this card, you may swap them.</p>			RRR & SP


















KMS/W133-T04		(TD) 1/0 Alice (Kiniro/Blonde) <b>CONT</b> - During your turn, for each of your other <Kiniro> characters, this gets +1000 power. <b>AUTO</b> - {CX Combo} When the <b>Wind CX (T08)</b> is placed in your CX Area, if you have another <Kiniro> character, choose 1 {copy of this} or {1/0 Event - T07} in your Waiting Room, you may add it to hand.		RRR	
KMS/W133-T05		(TD) 2/1 Alice (Kiniro/Blonde) <b>CONT</b> - ASSIST Level x 500. <b>ACT</b> - [Rest this] Draw 1 card, discard 1 card.		RRR	
KMS/W133-T06		(TD) 3/2 Karen (Kiniro/Blonde) <b>AUTO</b> - When this is placed on stage from hand, you may Heal 1. <b>AUTO</b> - MEMORY [(1) Discard 1 card] When this is placed on stage from hand, if you have 2 or more Memory, you may pay cost. if you do, heal 1, and this turn, this gets +1500 power.	 	RRR & SP	

KMS/W133-T07		<p>(TD) 1/0 Event</p> <p>If you don't have a &lt;Kiniro&gt; character, this cannot be played from hand. Look at up to 3 cards from the top of your deck, choose up to 1 &lt;Kiniro&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and if you have 2 or less Memory, choose up to 1 {TD 0/0 Alice - T03} or {TD 3/2 3/2 Shinobu - T17} in your Waiting Room, send it to Memory.</p>	 	RRR & SR
KMS/W133-T08		(TD) Wind CX		RRR
KMS/W133-T09		<p>(TD) 0/0 Aya (Kiniro/Tsundere)</p> <p><b>AUTO - BOND</b> [Discard 1 card] to {1/0 Vanilla Youko - T13}</p> <p><b>ACT</b> - [Rest this] Choose up to 1 of your {1/0 Vanilla Youko - T13}, this turn, it gets +2500 power and the following ability, "<b>AUTO</b> - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room. If that card sent to Waiting Room by this effect is a {TD 0/0 Aya Bonder - T09} or {1/0 Vanilla Youko - T13}, send it to the bottom of your Stock."</p>		RRR
KMS/W133-T10		<p>(TD) 0/0 Kuzehashi Sensei (Kiniro/Teacher)</p> <p><b>CONT - ASSIST</b> +500.</p> <p><b>AUTO</b> - [(1) Send this to Memory] When your other &lt;Kiniro&gt; character is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested, and until the end of the next turn, it gets +2000 power.</p>		RRR



KMS/W133-T11		<p>(TD) 0/0 Shinobu (Kiniro/Traditional Japanese Style)</p> <p>CONT - All of your opponent's characters get "AUTO - ENCORE (2)".</p>		RRR	
KMS/W133-T12		<p>(TD) 1/0 Shinobu (Kiniro/Traditional Japanese Style)</p> <p>AUTO - When your other &lt;Kiniro&gt; character attacks, this turn, this gets +X power. X equals the number of your other &lt;Kiniro&gt; characters times 500.</p> <p>AUTO - ALARM - If this is the top card of your Clock, and you are level 1 or higher, at the start of your CX Phase, choose 1 of your characters and this, you may swap them.</p>		RRR	
KMS/W133-T13		<p>(TD) 1/0 Youko Vanilla</p>		RRR	
KMS/W133-T14		<p>(TD) 1/1 Karasuma Sensei (Kiniro/Teacher)</p> <p>AUTO - When you use this card's BACKUP, reveal the top card of your deck. If that card is a &lt;Kiniro&gt; character or {TD 1/0 Event - T07}, add it to hand and discard 1 card.</p> <p>ACT - BACKUP +2000</p>		RRR	

KMS/W133-T15		<p><b>(TD) 1/1 Isami (Kiniro/Model)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Kiniro&gt; characters, this gets +3500 power and the following 2 abilities,</p> <p>- "<b>AUTO</b> - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +4000 power."</p> <p>- "<b>AUTO</b> - When this card's battle opponent is Reversed, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock."</p>		RRR		
KMS/W133-T16		<p><b>(TD) 2/1 Youko (Kiniro/Gluttony)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +6000 power.</p> <p><b>AUTO</b> - [Rest 1 of your other Standing &lt;Kiniro&gt; characters] During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 &lt;Kiniro&gt; character in your Waiting Room, send it to the bottom of your Stock.</p>			RRR & SP	
KMS/W133-T17		<p><b>(TD) 3/2 Shinobu (Kiniro/Traditional Japanese Style)</b></p> <p><b>AUTO</b> - <b>{CX Combo}</b> [(2) Discard 2 cards] When this attacks, you may pay cost. If you do, reveal the top 9 cards of your deck, shuffle your deck afterwards, and deal X damage to your opponent. X is equal to the number of <b>{Wind CX - T08}</b>, <b>{Bar CX - T19}</b> or <b>{+2 Soul CX - T20}</b> revealed.</p> <p><b>AUTO</b> - <b>{CX Combo} MEMORY</b> - If this is in your Memory, and you are level 3 or higher, when the <b>Bar CX (T19)</b> is placed in your CX Area, you may place this on stage in any empty slot.</p>			RRR & SP	
KMS/W133-T18		<p><b>(TD) 3/2 Aya (Kiniro/Tsundere)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may deal 1 damage to your opponent.</p>			RRR & SP	

KMS/W133-T19		(TD) Bar CX		RRR	
KMS/W133-T20		(TD) +2 Soul CX		RRR	